

Skeleton Loader

Skeleton Loader The <aava-skeleton> component is a versatile loading placeholder that provides smooth animations and multiple shape options to create engaging loading states. It helps improve perceived performance by showing users that content is loading, reducing perceived wait times and providing visual feedback during data fetching operations.

How to use ■ import { AavaSkeletonComponent } from "@aava/play-core" ;

Basic Usage ■ A simple skeleton with default rectangle shape and wave animation.

Shapes ■ The skeleton component supports multiple shapes for different content types.

Custom Styling ■ Customize the skeleton with different colors, sizes, and background colors.

Card Skeleton ■ Create a complete card skeleton with multiple elements.

List Skeleton ■ Build list skeletons for data tables and content lists.

Features ■

- Multiple Shapes ■ Rectangle : Default shape for text lines and content blocks Circle : Perfect for avatars and profile pictures Rounded : Soft corners for modern UI elements Square : Sharp corners for structured content
- Animation Types ■ Wave : Smooth shimmer effect that moves across the skeleton Pulse : Gentle fade in/out effect for subtle loading states
- Customization ■ Flexible Sizing : Custom width and height for any content type Color Control : Customizable background and animation colors Responsive Design : Adapts to different screen sizes Performance Optimized : Lightweight animations with minimal impact Accessibility ■ Screen Reader Support : Proper ARIA attributes for loading states Reduced Motion : Respects user's motion preferences High Contrast : Works with high contrast mode settings Focus Management : Proper focus handling during loading

API Reference ■

Inputs ■

- Property Type Default Description
- width string '100%' Width of the skeleton element
- height string '20px' Height of the skeleton element
- shape ShimmerShape 'rectangle' Shape of the skeleton element
- animation ShimmerAnimation 'wave' Animation type for the skeleton
- backgroundColor string '#e0e0e0' Background color of the skeleton
- skeletonType 'tableList' | 'table' | 'tableList' Type of skeleton layout
- rows number 5 Number of rows in the skeleton layout
- columns number 5 Number of columns in the skeleton layout
- isLoading boolean true Whether to show the skeleton

Types ■

- ShimmerShape ■ type ShimmerShape = "rectangle" | "circle" | "rounded" | "square" ;
- ShimmerAnimation ■ type ShimmerAnimation = "wave" | "pulse" ;

CSS Classes ■ The component provides several CSS classes for styling:

Class Name	Description
.shimmer-container	Main skeleton container
.shimmer-item	Base skeleton element
.shimmer-rectangle	Rectangle shape styling
.shimmer-circle	Circle shape styling
.shimmer-rounded	Rounded shape styling
.shimmer-square	Square shape styling
.shimmer-animation-wave	Wave animation styling
.shimmer-animation-pulse	Pulse animation styling

CSS Custom Properties ■ The component uses CSS custom properties for theming:

Property	Description
--skeleton-border-radius	Border radius for rectangle shape
--skeleton-rounded-radius	Border radius for rounded shape
--skeleton-wave-duration	Duration of wave animation
--skeleton-pulse-duration	Duration of pulse animation
--skeleton-wave-opacity	Opacity for wave animation
--skeleton-pulse-opacity	Opacity for pulse animation

--skeleton-background-color Background color of skeleton --skeleton-gradient-color-start Start color for gradient animation --skeleton-gradient-color-end End color for gradient animation --skeleton-animation-timing Timing function for skeleton animations --skeleton-animation-easing Easing function for skeleton transitions

Best Practices

- **Content Matching**
 - **Match Content Size** : Make skeleton dimensions match the actual content
 - Use Appropriate Shapes** : Choose shapes that represent the actual content
- Maintain Layout** : Keep skeleton layout consistent with loaded content
- Consider Spacing** : Include proper spacing between skeleton elements

Performance

- **Limit Skeleton Count** : Don't show too many skeletons at once
- Use Appropriate Duration** : Keep animations smooth but not distracting
- Consider Motion Preferences** : Respect user's motion preferences
- Optimize for Mobile** : Ensure good performance on mobile devices

User Experience

- **Show Loading State** : Always indicate when content is loading
- Provide Context** : Use skeletons that give users an idea of what's coming
- Smooth Transitions** : Ensure smooth transition from skeleton to content
- Consistent Timing** : Keep skeleton duration consistent across the app

Accessibility

- **Screen Reader Support** : Provide proper loading announcements
- Reduced Motion** : Support users who prefer reduced motion
- High Contrast** : Ensure visibility in high contrast mode
- Focus Management** : Handle focus properly during loading states

Accessibility Guidelines

- **Screen Reader Support**
 - **Loading Announcements** : Provide clear loading state announcements
 - Content Description** : Describe what content is loading
 - Progress Indication** : Indicate loading progress when possible
 - State Changes** : Announce when content finishes loading
- Motion and Animation**
 - **Reduced Motion** : Respect prefers-reduced-motion media query
 - Animation Duration** : Keep animations smooth but not distracting
 - Motion Alternatives** : Provide alternatives for users who can't see animations
- Performance** : Ensure animations don't cause performance issues

Visual Design

- **High Contrast** : Ensure visibility in high contrast mode
- Color Independence** : Don't rely solely on color for information
- Focus Indicators** : Provide clear focus indicators
- Consistent Styling** : Maintain consistent skeleton styling
- Keyboard Navigation**
 - **Focus Management** : Handle focus properly during loading
 - Tab Order** : Maintain logical tab order
 - Skip Links** : Provide skip links for keyboard users
- Loading States** : Indicate loading state to keyboard users

Responsive Behavior

- **Mobile Adaptations**
 - **The skeleton component automatically adapts to mobile screens**
 - Touch Optimization** : Optimized for touch interactions
 - Viewport Adaptation** : Adapts to different mobile viewport sizes
 - Performance** : Optimized performance for mobile devices
 - Battery Consideration** : Efficient animations for battery life
- Breakpoint Behavior**
 - **Desktop (>768px)** : Full skeleton with all features
 - Mobile (≤768px)** : Optimized skeleton for mobile screens
- Content Scaling** : Skeleton scales appropriately with content
- Animation Performance** : Optimized animations for different devices

Content Considerations

- **Flexible Sizing** : Skeleton adapts to different content sizes
- Layout Preservation** : Maintains layout consistency across devices
- Loading States** : Consistent loading experience across platforms
- Performance** : Efficient rendering on all device types

```
<!-- Default skeleton for text content -->  
<aava-skeleton  
  width="100%"  
  height="20px"  
  shape="rectangle"  
  animation="wave"  
></aava-skeleton>
```

```
<!-- Shorter text line -->  
<aava-skeleton  
  width="80%"  
  height="16px"  
  shape="rectangle"  
  animation="wave"  
></aava-skeleton>
```

```
<!-- Even shorter text line -->  
<aava-skeleton  
  width="60%"  
  height="16px"  
  shape="rectangle"  
  animation="wave"  
></aava-skeleton>
```

```
<!-- Rectangle -->  
<aava-skeleton  
  width="200px"  
  height="20px"  
  shape="rectangle"  
  animation="wave"  
></aava-skeleton>
```

```
<!-- Circle -->  
<aava-skeleton  
  width="80px"  
  height="80px"  
  shape="circle"  
  animation="pulse"  
></aava-skeleton>
```

```
<!-- Rounded -->  
<aava-skeleton  
  width="150px"  
  height="100px"  
  shape="rounded"  
  animation="wave"  
></aava-skeleton>
```

```
<!-- Square -->  
<aava-skeleton  
  width="100px"  
  height="100px"  
  shape="square"  
  animation="wave"  
></aava-skeleton>
```

```
<!-- Light blue background -->
<aava-skeleton
  width="200px"
  height="20px"
  shape="rectangle"
  animation="wave"
  backgroundColor="#e3f2fd"
>
</aava-skeleton>
```

```
<!-- Light purple background -->
<aava-skeleton
  width="200px"
  height="20px"
  shape="rectangle"
  animation="pulse"
  backgroundColor="#f3e5f5"
>
</aava-skeleton>
```

```
<!-- Light green circle -->
<aava-skeleton
  width="80px"
  height="80px"
  shape="circle"
  animation="wave"
  backgroundColor="#e8f5e8"
>
</aava-skeleton>
```

```
<!-- Light orange rounded -->
<aava-skeleton
  width="150px"
  height="100px"
  shape="rounded"
  animation="pulse"
  backgroundColor="#fff3e0"
>
</aava-skeleton>
```

```

<div
  *ngFor="let element of cardSkeletonElements; let i = index"
  class="skeleton-element"
  [class.title]="i === 1"
  [class.description]="i > 1"
>
  <aava-skeleton
    [width]="element.width"
    [height]="element.height"
    [shape]="element.shape"
    [animation]="element.animation"
  ></aava-skeleton>
</div>

```

```

cardSkeletonElements = [
  {
    width: "100%",
    height: "200px",
    shape: "rounded" as const,
    animation: "wave" as const,
    description: "Card Image",
  },
  {
    width: "70%",
    height: "20px",
    shape: "rectangle" as const,
    animation: "wave" as const,
    description: "Card Title",
  },
  {
    width: "100%",
    height: "16px",
    shape: "rectangle" as const,
    animation: "wave" as const,
    description: "Card Description Line 1",
  },
  {
    width: "100%",
    height: "16px",
    shape: "rectangle" as const,
    animation: "wave" as const,
    description: "Card Description Line 2",
  },
  {
    width: "40%",
    height: "16px",
    shape: "rectangle" as const,
    animation: "wave" as const,
    description: "Card Description Line 3",
  },
];

```

■ No code found